

### Skill Level 10 Navigational Skills: An Examination of Tactical Unmanned Vehicle (TUV) Soldier-Marine Capabilities

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### Abstract

An analysis was performed to identify specific skills required to successfully perform mission planning and navigational tasks for the future tactical unmanned vehicle (TUV) and to determine if U.S. Army soldiers and U.S. marines with a beginning skill level of 10 have those skills. This analysis was performed by the Human Research and Engineering Directorate of the U.S. Army Research Laboratory at the request of the Program Manager Unmanned Ground Vehicles/Systems. Military occupational specialties examined included U.S. Army infantryman (11B), cavalry scout (19D), and the Marine Corps rifleman (0300). System-required mission planning (pre-mission) and navigational functions and tasks were identified. Soldier-marine navigational skills were compared to mission planning and navigational tasks. Results of the analysis show that of 70 navigational skills required by the TUV system, 33 are mismatched because of a higher skills requirement, untrained system-specific skills, or a combination of both.

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### SKILL LEVEL 10 NAVIGATIONAL SKILLS: AN EXAMINATION OF TACTICAL UNMANNED VEHICLE (TUV) SOLDIER-MARINE CAPABILITIES

### **PURPOSE**

The purpose of this document is to identify specific skills required to successfully perform mission planning and navigational tasks for the future tactical unmanned vehicle (TUV) and to determine if U.S. Army soldiers and U.S. marines with a beginning skill level of 10 have those skills. The Program Manager, Unmanned Ground Vehicles/Systems (PMUGV/S) solicited the Human Research and Engineering Directorate (HRED) of the U.S. Army Research Laboratory (ARL) to assist in performing this task.

The desired TUV system will be built to enable operation, in its entirety, by a skill level 10 U.S. Army soldier or a U.S. marine (soldiers-marines). Specifically, the military occupational specialties (MOSs) for these soldiers-marines will be infantryman (11B), cavalry scout (19D), and the Marine Corps rifleman (0300). The source of this issue is the PMUGV Joint Project Office (JPO) TUV outstanding issues database:

Issue No. 1.116: What tasks are required to perform mission preparation after receipt of orders? and

What tasks are required to perform immediate path planning and higher level navigation?

### **BACKGROUND**

The TUV will be the first fielded unmanned system designed for the removal of soldiers-marines from hostile environments. To date, no prior work has addressed the skills required by soldiers-marines to perform teleoperations tasks. The personnel requirement of this future system is that it be readily usable by all soldier-marine skill levels within the MOS fields identified (USMC 0300, U.S. Army 19D, and U.S. Army 11B). The ability to remotely control (teleoperate) this system will depend mainly upon human factors interface design characteristics. Past unmanned ground system failures have been traced to either inefficient sensor design or to poorly designed control display layout. Some anecdotal evidence of this comes from two sources: the Office of the Secretary of Defense (OSD) demonstation (DEMO) I and the surrogate teleoperated vehicle (STV) operational test. During DEMO I, a demonstration of teleoperated systems technology, it was noted that to maintain proper vehicle control, vehicle operators seldom exceeded 5 mph on secondary roads. The STV operational test had two

operators working simultaneously, one for vehicle operation and one for navigation. The STV system had little to no usable situational awareness information, and the operators often could not determine where the vehicle was. (The fiber-optic connection to the vehicle was followed to locate the vehicle.) In addition, the STV tipped over more than once, which was attributed to lack of vehicle orientation cues (pitch and roll). The important issue here is to present navigational information in a cohesive, efficient, and useful manner. Mission success is a combination of well-trained soldiers-marines using well-thought-out equipment.

Before continuing, some explanation of both the improved performance research integration tool (IMPRINT) and the SARGE (not an acronym) mission planner is required to understand this document. IMPRINT is described because of its utility in developing function and task networks, which were needed to establish the tasks required of the operator. The SARGE mission planner is described because of its future incorporation into the TUV system.

### **IMPRINT**

IMPRINT is a Windows<sup>™</sup>-based software application for conducting front end analyses (FEAs) in support of materiel acquisition programs or upgrades. IMPRINT is a multi-dimensioned analysis tool that can be used to conduct a variety of different types of studies. It can be used to assess system (including human) performance during a variety of conditions (e.g., with and without mission-oriented protective posture [MOPP]). Physical and cognitive workload for the system's crew can be estimated. IMPRINT can also be used to assess maintenance policies and procedures (e.g., does adding another shift increase operational availability?). Another use is to assess manpower, personnel, and training requirements for weapon system alternatives being considered.

IMPRINT provides an integrated environment to store and retrieve a variety of data sets that are pertinent to a system. For example, task data, personnel data, equipment data, and force structure data can be combined and integrated using IMPRINT. Additionally, IMPRINT has extensive data libraries and reference data sets that can be pulled directly into an analysis, avoiding data entry and saving user time. Users can also move data easily between IMPRINT and other Windows<sup>TM</sup>-based applications. This is the case for this analysis; a complex function and task network was developed in IMPRINT for the purpose of understanding work functions and task breakdown structures. Task information developed in IMPRINT was moved into the Excel<sup>TM</sup> spreadsheet environment for this analysis.

### **SARGE**

SARGE is a small all-terrain vehicle that has been fitted with teleoperation-capable hardware and software. The mission-planning capability of the TUV will be adapted from the SARGE. SARGE is a mobile platform that is controlled by an operator at an operator control unit (OCU). This OCU has four basic functions: (a) driving, (b) reconnaissance, (c) navigation, and (d) mission planning. The navigational display lets the operator know where the mobile base unit (MBU) or teleoperated vehicle is in relation to the OCU and friendly or enemy units. The mission-planning display lets the operator plan OCU position, final MBU position, and waypoint placement. Mission planning also includes the use of radio frequency (RF) and line-of-sight (LOS) analysis to plan the optimum MBU route. The SARGE mission planner and navigational displays reside in a separate control-display configuration. This interface exists on a small laptop computer that uses a map display, pull-down menus, and a mouse control in a common personal computer operating system. The SARGE mission planner will be adapted to the future TUV system.

### **METHODOLOGY**

A summary of the methodology used for this analysis is a comparison of tasks required to navigate the TUV and the skills that soldiers-marines have at the skill 10 level. Data sources were sought that described the basic and MOS skills that soldiers-marines have. The appropriate skills were identified in those sources. The tasks from the overall TUV task list were reviewed to identify those tasks relating to navigation. Finally, those tasks were compared to the skills of the soldiers-marines.

### **Data Sources**

Data sources used for this effort are listed in the References section of this report.

### Soldier-Marine Navigational Skills Identified

Tasks relating to mission planning and navigation were identified by the author of this report. Soldier-marine common tasks and basic MOS skill requirements are listed in Appendix A.

### Tasks Identified

Mission planning (pre-mission) and navigational functions and tasks are listed in Appendix B, Columns 1 through 4. ARL developed a detailed TUV operations task network in

IMPRINT, based on functions of the TUV system. The functions of the TUV system were adapted from a systems engineering functional flow block diagram developed at PMUGV/S.

The IMPRINT model was assembled for assessing soldier-marine workload under various TUV operations and maintenance scenarios. The function and task network for TUV operations and maintenance were developed from collaboration between ARL and PMUGV/S. The task lists have been "cut and pasted" from the IMPRINT task networks.

The mission planning and navigational task lists have been "cleansed" to remove unnecessary or meaningless tasks for the purposes of this analysis. For example, the original task list also includes dummy task nodes and "yes-no" decision points for numerous cognitive choices in the IMPRINT task networks. They were removed for this analysis.

Mission-planning tasks were identified from interviews conducted by PMUGV support personnel with Armored Battalion Scouts (19D), of the 2-69th Armored Battalion at Ft. Benning, Georgia. The content of the interviews concerned the development of a TUV mission plan, based on an operations order (OpOrder) from a battalion-level commander. The mission would include the planning of several legs of a route for the TUV MBU (as listed in task lists) and a vehicle-mounted OCU.

Navigational tasks for driving were formulated by ARL and subsequently approved by PMUGV as a result of an ARL-PMUGV/S effort.

Soldier-Marine Navigational Skills Cross-Walked onto Mission Planning and Navigational Tasks

The tasks affected in the overall function and task list were identified as skill 10 capable (yes,11, no, 12) in Columns 11 and 12 of Appendix B. Column 13 describes in brief format the nature of the conflict with skill level 10 capabilities. The decision of whether skills were compatible with the tasks was made by the author, using the opinion of a subject matter expert (SME), a Major (Inf) at PMUGV/S who has more than several years of experience in the area of unmanned systems.

### ANALYSIS RESULTS

Table 1 is a detailed listing of the nature of conflicting tasks identified for TUV mission planning and navigation.

### Table 1

### Conflicting Tasks and Skills Identified

Task identified	Soldier-marine MOS affected
7.4.3.1.1 Assess Named Area of Interest (NAI) from Operations Order (OpOrder) Interpreting an OpOrder is a 20-level (E-5 Sergeant) skill. All soldiers-marines at the 2	
be able to perform this task. We recommend that the assessment of the NAI from the OpOrder be skill level 20 soldier-marine or that this task be trained to skill level 10 soldiers-marines.	e performed by a
7.4.3.1.2 Place MBU Icon in Final Reconnaissance, Surveillance, Target Acquisition (RSTA) Point	on ALL
7.4.3.1.3 Does MBU LOS and Range Fan Cover the NAI?	ALL
7.4.3.1.6 Reposition MBU to Modify the LOS and Range Fan	ALL
These tasks are untrained tasks which are unique to the SARGE mission planner and ar the 19D Cavalry Scout at the 30 skill level. We recommend that these tasks either be performed 19D Cavalry Scouts or that soldiers-marines be trained specifically in the use of the SARGE mis	d by skill level 30
7.4.3.2.1 Is Fiber-optic a Mission Requirement?  Interpreting an OpOrder is a 20-level (E-5 Sergeant) skill. All soldiers-marines at the 2 be able to perform this task. We recommend that the assessment of the fiber-optic use from the Operformed by a skill level 20 soldier-marine or that this task be trained to skill level 10 soldiers-recommend.	pOrder be
7.4.3.2.4 Place OCU Icon on OCU Map Display  The task identified is a specific untrained task which is unique to the SARGE mission precommend that all soldiers-marines be trained specifically in the use of the SARGE mission plant	
7.4.3.2.5 Concealment of OCU OK for LOS RF?	ALL
7.4.3.2.6 Is Distance to MBU OK for LOS RF?	ALL
7.4.3.2.7 Is Terrain OK for LOS RF?	ALL
7.4.3.2.8 Is Enemy Situation OK for LOS RF?	ALL
7.4.3.2.9 Is Friendly Situation OK for LOS RF?	ALL
7.4.3.2.14 Is Concealment OK for Fiber-optic? 7.4.3.2.15 Is Distance to MBU OK for Fiber-optic?	ALL ALL
7.4.3.2.16 Is Terrain OK for Fibre Optic?	ALL ALL
7.4.3.2.10 Is Terrain OK for Fibre Optic? 7.4.3.2.17 Is Enemy Situation OK for Fiber-optic?	ALL ALL
7.4.3.2.18 Is Friendly Situation OK for Fiber-optic?	$\stackrel{ALL}{ALL}$
Interpreting an OpOrder is a 20-level (E-5 Sergeant) skill. All soldiers-marines at the 2 be able to perform this task. We recommend that the assessment of the OCU concealment, distar OCU, terrain, enemy and friendly situations for both LOS RF and fiber-optic operation from the Operformed by a skill level 20 soldier-marine or that this task be trained to skill level 10 soldiers-nationally, the tasks identified are specific untrained tasks which are unique to the SA planner and the operation of the SARGE vehicle. We recommend that all soldiers-marines be trained to skill soldiers-marines at the 2 be able to perform this task. We recommend to skill soldiers-marines at the 2 be able to perform this task.	0 skill level should nce to MBU from OpOrder be marines. ARGE mission
the use of the SARGE mission planner and SARGE vehicle operation modes and limitations.	med specifically III

### Table 1 (continued)

7.4.3.3.1 Step MBU back from Present Position 7.4.3.3.2 Have LOS of Previous MBU Location? 7.4.3.3.9 Step OCU Back Behind MBU  The tasks identified are specific untrained tasks which are unique to the SARGE mission planner. recommend that all soldiers-marines be trained specifically in the use of the SARGE mission planner.	ALL ALL We
7.4.3.4.1 Coordinate MBU Movement Forward One Leg 7.4.3.4.2 Coordinate OCU Movement to MBU  The tasks identified are specific untrained tasks which are unique to the SARGE mission planner. recommend that all soldiers-marines be trained specifically in the use of the SARGE mission planner.	ALL ALL We
7.4.3.5.1 Establish Secondary Support Mission to Other Sections 7.4.3.5.2 Create Alternate Route Plan for Alternate Mission Interpreting an OpOrder is a 20-level (E-5 Sergeant) skill. All soldiers-marines at the 20 skill level be able to perform these tasks. We recommend that the assessment of the mission, enemy, troops, and time available from the OpOrder be performed by a skill level 20 soldier-marine or that these tasks be trained to level 10 soldiers-marines. Additionally, the task identified is a specific untrained task which is unique to the SARGE mission planner and the operation of the SARGE vehicle. We recommend that all soldiers-marines trained specifically in the use of the SARGE mission planner and SARGE vehicle operation modes and limit	e skill he es be
7.4.3.6.2 Evaluate Mission 7.4.3.6.3 Evaluate Enemy 7.4.3.6.4 Evaluate Troops 7.4.3.6.5 Evaluate Time Available Interpreting an OpOrder is a 20-level (E-5 Sergeant) skill. All soldiers-marines at the 20 skill level be able to perform these tasks. We recommend that the assessment of the mission, enemy, troops, and time available from the OpOrder be performed by a skill level 20 soldier-marine or that these tasks be trained to level 10 soldiers-marines.	е .
7.4.3.6.14 Estimate Average Speed Over Route  The task identified is a specific untrained task which is unique to the SARGE mission planner and operation of the SARGE vehicle. We recommend that all soldiers-marines be trained specifically in the use SARGE mission planner and SARGE vehicle operation modes and limitations.	ALL I the of the
7.4.3.7.1 Collect Coordinated Mission Plans from Sections 7.4.3.7.2 Send Platoon Mission Plan to Battalion Interpreting an OpOrder is a 20-level (E-5 Sergeant) skill. All soldiers-marines at the 11B Infantry 19D Cavalry Scout 20 skill level should be able to perform these tasks. We recommend that the assessment mission, enemy, troops, and time available from the OpOrder be performed by a skill level 20 soldier-marine these tasks be trained to skill level 10 soldiers-marines.	nt of the
7.5.3.1.4 Navigation Position Correct? (UTM/GPS/Waypoint)  This task is identified as one that can be performed by all skill level 10 soldiers-marines; however task within the TUV operation environment uses navigational aids that will require some training to perfortask in a faster, more efficient manner. We recommend that all operators be trained specifically in the use of TUV navigational aids, specifically, the heads-up display in the driving view that represents vehicle heading sensor heading in degrees, the integrated vehicle and sensor icon, and the navigational map screen with the additional integrated vehicle and sensor icon.	m this f the

### CONCLUSIONS

Many tasks are projected to be difficult or impossible for the skill level 10 soldiers-marines of the identified MOSs. There are three reasons: (a) the skill requirement for that generic task was higher than skill level 10, (b) the tasks identified are peculiar to a specific type of system operation (SARGE mission planner), or (c) a combination of reasons (a) and (b).

Of the total list of 70 applicable tasks, there were 33 task and skill incompatibilities. Of these 33, eight were skill level mismatches. These task mismatches were attributed to either the requirement for a skill level 20 for five cases and skill level 30 for three cases. Nine tasks were incompatible because of specific system requirements. Eight tasks were related to the SARGE mission planner and one was attributable to a general TUV task. Sixteen of these tasks were incompatible because of a combination of skill level and system-specific requirements. Table 2 provides these data in tabular form.

Table 2

Number of Task and Skill Incompatibilities

Total navigational tasks:	70	
Total task and skill mismatches:	33	
Skill mismatches (reason a):	8	
Skill Level 20 required:	5	
Skill Level 30 required:	3	
System-specific skills (reason b):	9	
SARGE mission planner specific:	8	
TUV system specific	1	
Combination of reasons a and b:	16	

### RECOMMENDATIONS

There are three distinct possibilities for improving these skill mismatches:

1. The future TUV operator interface should be designed to accommodate skill level 10 capabilities for all tasks through the use of sound human factors engineering design or when possible and feasible, to re-allocate certain tasks to be automated, eliminating the skill incompatibility altogether. There are design possibilities to either alleviate the more difficult

tasks or to aid the soldier-marine with automated functions so that the soldier-marine with least experience may still teleoperate and perform the TUV mission successfully.

- 2. Train skill level 10 soldiers-marines to skill level 20 for those tasks identified with additional system-specific task training. This would require that skill level 10 soldiers-marines be trained in the interpretation and application of an operations order to TUV system operations and capabilities.
- 3. Alter the skill level 10 requirement for TUV operation to that of skill level 20, with training for system-specific tasks only. The other possibility is changing the criteria for basic TUV operations, to raise the minimum skill level from 10 to 20 or 30, to allow for those navigational skills that are more fully developed in the soldier-marine with more experience.

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### APPENDIX A

U.S. ARMY AND U.S. MARINE CORPS NAVIGATIONAL TASKS

### U.S. ARMY AND U.S. MARINE CORPS NAVIGATIONAL TASKS

### U.S. Army

### STP 21-1-SMCT, Soldier's Manual of Common Tasks, Skill Level 1

071-329-1001 - Identify terrain features on a map. Identify major terrain features: hill, ridge, valley, saddle, and depression. Identify minor terrain features: draw, spur, cliff

071-329-1002 - Determine the grid coordinates of a point on a military map using the military grid reference system: Determine the six-digit grid coordinates for a point on a map with a 100 meter tolerance (grid coordinates must contain the correct two-letter 100,000-meter-square identifier. Determine the eight-digit grid coordinates for a point on a map with a 50 meter tolerance (grid coordinates must contain the correct two-letter 100,000-meter-square identifier.

071-329-1003 - Determine a magnetic azimuth using a compass: Determine the correct magnetic azimuth to a designated point, within 3 degrees using the compass-to-cheek method or within 10 degrees using the centerhold method.

071-329-1018 - Determine direction using field-expedient methods: Determine direction using the three field-expedient methods: stick or branch and two stones or a wrist watch, or at night given a clear view of the big dipper.

071-329-1012 - Orient a map to the ground by map-terrain association: Orient a map to North within 30 degrees.

071-329-1005 - Determine a location on the ground by terrain association: Determine the six-digit coordinates of your location to within 100 meters.

071-329-1008 - Measure distance on a map. Determine the straight line distance, in meters, between two points to within 100 meters. Determine the road (curved-line) distance, in meters, between two points to within 200 meters.

071-329-1006 - Navigate from one point on the ground to another point, dismounted: Move on foot to desigated points at a rate of 3,000 meters in an hour.

### AR 611-201, Jun 1991

### Military Occupational Specialty (MOS) 19D, Cavalry Scout

- 10 Locates points on a map, distinguishes topographic features, and uses compass
- 10 Uses maps, map symbols and overlays
- 10 Navigates on ground from point to point
- 20 Prepares, files, and distributes maps and overlays.
- 30 Evaluates routes, assembly area, and positioning for mounted combat operations.

### Military Occupational Specialty (MOS) 11B, Infantryman

- 10 Performs land navigation functions by terrain association.
- 20 Evaluates terrain and weapon emplacements.
- 20 Records operactional information on maps.
- 20 Reads and interprets maps and aerial photos, reproduces, distributes and files operations, intelligence, administrative and unit training documents, orders and publications.

### U.S. Marine Corps Navigation Tasks Identified:

### Marine Battle Skills Training (MBST) Handbook, Book 2 PVT-LCPL, Individual Combat Basic Tasks, January 1993

PVTX.18.1 - Perform Basic Map Reading: The Marine must correctly identify the five colors of a map and what each color represents; accurately determine the six-digit grid coordinate of a specified point on a map to within +/- 100 meters; accurately plot a six-digit coordinate on a map to within +/- 100 meters; correctly identify the following natural features on a map: hill, finger, draw, saddle, ridge, and cliff; correctly identify the following man-made features on a map: church, school, building, road, railroad, bridge, and power lines; correctly measure the straight-line distance between two points on a map to within +/- 100 meters (the two points must be at least 4000 meters apart); and correctly measure the curved line distance between two points on a map to within +/- 200 meters (the two points must be at least 4000 meters apart and must be along a road or other curved linear feature).

PVTX.18.2 - Navigate With a Map Using Terrain Association: The Marine must navigate to the two checkpoints using terrain association.

PVTX.18.3 - Navigate With a Map Using a Compass: The Marine must navigate to the four checkpoints, using a map and compass.

CPLX.18.1 - Orient a Map Using Field Expedient Techniques: The Marine must orient a map using a celestial body.

CPLX.18.2 - Locate an Unknown Point Using Resection: The Marine must locate his position using a two-point resection and a six-digit grid coordinate. He must be within 100 meters of his location. The Marine has five minutes to complete this task.

CPLX.18.3 - Locate an Unknown Point By Intersection: The Marine must determine the location of the unknown object by six-digit grid coordinate to within 100 meters within five minutes using two-point intersection.

CPLX.18.4 - Determine Cardinal Directions by Field Expedient Methods: The Marine must determine the four cardinal directions using a celestial body.

CPLX.18.5 - Navigate Around an Obstacle Using the Box Method: The Marine must navigate around an obstacle during the day and night using the box technique.

CPLX.18.6 - Convert Azimuths: The Marine, provided a map, lensatic compass, a protractor, a pencil, a straight edge, and the six-digit grid coordinates of a starting point and destination.

CPLX.18.7 - Navigate by Dead Reckoning: The Marine must navigate to two checkpoints using dead reckoning techniques for land navigation.

CPLX.18.8 - Determine the Magnetic Azimuth to a Distant Point: The Marine must determine the magnetic azimuth to the distant object to within +/- 2 degrees.

CPLX.18.9 - Determine the Elevation of a Point Using a Map: The Marine must determine the elevation of an object or terrain feature to within plus or minus half the contour interval of the map.

SGTX.18.1 - Navigate During the Day Using Intermediate Techniques: The marine must navigate to four of the checkpoints using the GPS, set up the PLRS manpack user unit, manually perform a self-test on the PLRS, determine the time and date using the PLRS, determine your own location using the PLRS, navigate to the four checkpoints using the PLRS.

SGT.18.2 - Navigate During the Night Using Intermediate Techniques: The marine must navigate to four of the checkpoints using the GPS and navigate to the four checkpoints using the PLRS.

### MCO 1510.35C, Individual Training Standards for the Infantry (Enlisted) Occupational Field (OCCFLD) 03

### Military Occupational Specialty (MOS) 0300, Common Infantryman

Task 0300.4.1 - Determine the location of a point or object by intersection.

Task 0300.4.2 - Determine the location of a point or object by resection.

Task 03004.3 - Select routes using a map.

### Military Occupational Specialty (MOS) 0311, Rifleman

Task 0311.6.9 - Navigate using a Global Positioning System (GPS).

### APPENDIX B NAVIGATIONAL TASK LIST

Table B-1

## Navigational Task List

Top Mid         Low Task         *****           7.4 Mission Planning         ******           7.5 Conduct Mission Activities         *******           7.6 Fost-Mission Activities         *********           7.4.2 Conduct Battle Drills         *****************           7.4.3 Develop RS/NBC Survey Plan         **************************           7.4.3 Develop RS/NBC Survey Plan         ************************************	Yes	No Type of Skill Mismatch  You will 20  X Skill 20 X Skill 30, SARGE M.P. Specific Tasks X Skill 30, SARGE M.P. Specific Tasks X Skill 30, SARGE M.P. Specific Tasks
7.4 Mission Planning 7.5 Conduct Mission 7.6 Post-Mission Activities 7.6 Fost-Mission Activities 7.4.1 Receive Orders 7.4.2 Conduct Battle Drills 7.4.3 Develop RS/NBC Survey Plan 7.4.3 Determine Final RSTA Point(s) 7.4.3.1 Select Final RSTA Point(s) 7.4.3.2 Determine Final Teleoperation Point 7.4.3.3 Determine Final Teleoperation Route 7.4.3.4 Establish TUV Section Traveling Formations 7.4.3.5 Coordinate with Additional Systems 7.4.3.6 Prepare Travel Time Estimate 7.4.3.7 Deliver Brief Back 7.4.3.1 Assess Named Areas of Interest (NAI) from 7.4.3.1.2 Place MBU LOS & Range Fan Cover NAI? 7.4.3.1.3 Poses MBU LOS & Range Fan Cover NAI? 7.4.3.1.5 Fibre Optic Only A Mission Requirement 7.4.3.2.1 Is Fibre Optic Only Map Display 7.4.3.2.1 Is Fibre Optic Only for LOS RF? 7.4.3.2.1 Is Fibre Office Only For LOS RF? 7.4.3.2.1 Is Fibre Optic Only For LOS RF? 7.4.3.2.1 Is Fibre Optic Only For LOS RF? 7.4.3.2.1 Is Fibre Office Income Office	1/a	Skill 20 Skill 30, Skill 30,
7.5 Conduct Mission Activities 7.6 Post-Mission Activities 7.4.1 Receive Orders 7.4.2 Conduct Battle Drills 7.4.2 Develop RS/NBC Survey Plan 7.4.3 Develop RS/NBC Survey Plan 7.4.3.1 Select Final RSTA Point(s) 7.4.3.2 Determine Final Teleoperation Point 7.4.3.3 Determine Final Teleoperation Route 7.4.3.4 Establish TUV Section Traveling Formations 7.4.3.5 Coordinate with Additional Systems 7.4.3.6 Prepare Travel Time Estimate 7.4.3.7 Deliver Brief Back 7.4.3.1 Assess Named Areas of Interest (NAI) from 7.4.3.1.2 Place MBU LOS & Range Fan Cover NAI? 7.4.3.1.3 Does MBU LOS & Range Fan Cover NAI? 7.4.3.1.4 Reposition MBU to Modify LOS and Range 7.4.3.1.7 Final RSTA Position Established 7.4.3.2.1 Is Fibre Optic Only A Mission Requirement 7.4.3.2.4 Place OCU Icon on OCU Map Display 7.4.3.2.6 is Distance to MBU OK for LOS RF? 7.4.3.2.8 is Enemy Situation OK for LOS RF? 7.4.3.2.9 is Friendly Situation OK for LOS RF? 7.4.3.2.9 is Friendly Situation OK for LOS RF? 7.4.3.2.9 is Friendly Situation OK for LOS RF?	n/a	SKIII 30, SKIIII
7.4.1 Receive Orders 7.4.2 Conduct Battle Drills 7.4.3 Develop RS/NBC Survey Plan 7.4.5 Prepare for Transport 7.4.5 Prepare for Transport 7.4.5 Prepare for Transport 7.4.3 Develop RS/NBC Survey Plan 7.4.5 Prepare for Transport 7.4.3 Develop RS/NBC Survey Plan 7.4.3 Determine Final RSTA Point(s) 7.4.3 Determine Final Teleoperation Point 7.4.3 Determine Final Teleoperation Route 7.4.3 Determine Final RSTA Point(s) 7.4.3 Determine Final RSTA Reas of Interest (NAI) from 7.4.3 Deliver Brief Back 7.4.3 D	n/a	SKIII 20 SKIII 30, SKIII 30,
7.4.1 Receive Orders 7.4.2 Conduct Battle Drills 7.4.3 Develop RS/NBC Survey Plan 7.4.4 Perform Mission Rehearsals 7.4.5 Prepare for Transport 7.4.5 Final Checks 7.4.3.1 Select Final RSTA Point(s) 7.4.3.2 Determine Final Teleoperation Route 7.4.3.3 Determine Final Teleoperation Route 7.4.3.4 Establish TUV Section Travelling Formations 7.4.3.5 Coordinate with Additional Systems 7.4.3.6 Prepare Travel Time Estimate 7.4.3.7 Deliver Brief Back 7.4.3.7 Deliver Brief Back 7.4.3.7 Deliver Brief Back 7.4.3.1 Assess Named Areas of Interest (NAI) from 7.4.3.1 Delever Brief Back 7.4.3.1.2 Place MBU LOO in Final RSTA Area of OC 7.4.3.1.3 Does MBU LOS & Range Fan Cover NAI? 7.4.3.1.4 Reposition MBU to Modify LOS and Range 7.4.3.1.6 Reposition MBU to Modify LOS and Range 7.4.3.2.1 Is Fibre Optic Only A Mission Requirement 7.4.3.2.6 Is Distance to MBU OK for LOS RF? 7.4.3.2.7 Is Terrain OK for LOS RF? 7.4.3.2.8 Is Enemy Situation OK for LOS RF? 7.4.3.2.9 Is Friendly Situation OK for LOS RF? 7.4.3.2.9 Is Friendly Situation OK for LOS RF?	n/a	SKIII 20 SKIII 30, SKIII 30,
7.4.2 Conduct Battle Drills 7.4.3 Develop RS/NBC Survey Plan 7.4.5 Prepare for Transport 7.4.6 Final Checks 7.4.3.1 Select Final RSTA Point(s) 7.4.3.2 Determine Final Teleoperation Route 7.4.3.3 Determine Final Teleoperation Route 7.4.3.4 Establish TUV Section Travelling Formations 7.4.3.5 Coordinate with Additional Systems 7.4.3.6 Prepare Travel Time Estimate 7.4.3.7 Deliver Brief Back 7.4.3.7 Deliver Brief Back 7.4.3.1 Deliver Brief Back 7.4.3.2 Place MBU LOS & Range Fan Cover NAI? 7.4.3.1 Deliver Brief Back 7.4.3.1 Deliver Brief Back 7.4.3.2 Place MBU LOS & Range Fan Cover NAI? 7.4.3.1 Deliver Brief Back 7.4.3.1 Deliver Brief Back 7.4.3.2 Place MBU LOS & Range Fan Cover NAI? 7.4.3.2 Place OCU Icon on OCU Map Display 7.4.3.2.1 Is Fibre Optic Only A Mission Requirement 7.4.3.2 Briendly Situation OK for LOS RF? 7.4.3.2 Is Terrain OK for LOS RF? 7.4.3.2 Is Friendly Situation OK for LOS RF?	n/a	SKIII 20 SKIII 30, SKIII 30,
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7.4.3.2.14 Is Concealment OK for Fibre Optic?	_	Skill 20,
7.4.3.2.15 Is Distance to MBU OK for Fibre Optic?		
7.4.3.2.16 Is Terrain OK for Fibre Optic?		X Skill 20, SARGE M.P. Specific Tasks
7.4.3.2.17 Is Enemy Situation OK for Fibre Optic?		X Skill 20, SARGE M.P. Specific Tasks
7.4.3.2.18 Is Friendly Situation OK for Fibre Optic?		X Skill 20, SARGE M.P. Specific Tasks
7.4.3.2.24 Re-evaluate Position and Try Again	n/a	

# Table B-1 Navigational Task List

7.43.2.22 Fibre Optic Position Established   7.43.2.22 Fibra Teleoperation Point Established   7.43.2.22 Fibra Teleoperation Point Established   7.43.2.12 OCU Fibre Optic Position   7.43.3.12 OCU Fibre Optic Proper LOS   7.43.3.12 OCU Fibre Optic Proper LOS   7.43.3.12 Fibre MBU Back from Proper LOS   7.43.3.12 Fibre MBU Back Reposition MBU for Proper LOS   7.43.3.12 Fibre MBU Movement forward 1 Leg   7.43.4.1 Coordinate MBU Movement forward 1 Leg   7.43.4.2 Coordinate MBU Movement to MBU   7.43.6.1 Establish Secondary Support Mission Leg   7.43.6.1 Establish Secondary Support Mission   7.43.6.1 Establish Secondary Support Mission   7.43.6.1 Establish Secondary Support Mission   7.43.6.2 Evaluate Foreign   7.43.6.3 Evaluate Foreign   7.43.6.1 Evaluate Poreign   7.43.6.1 Evaluate	FUNCTIONS TROPS		Skill 10 Capable?	apable?
n/a				lo Type of Skill Mismatch
India   Indi	7.4.3.2.21	1 RF Poisition Established	n/a	
N/a	7.4.3.2.22	2 Fibre Optic Position Established	n/a	
Position	7.4.3.2.2	3 Final Teleoperation Point Established	n/a	
Position	7.4.3.2.12	2 OCU Fibre Optic Positioning	n/a	
Ocation?  Ocation?  Ocation?  OS  Orward 1 Leg  Nission(s) to other Se  Nission(s) to other Se	74331		>	CADCE M D Cacaign Tacks
OS   X   X   X   X   X   X   X   X   X	7.4333	Laye I Os of Browing OCH I postions		
A   Leg   X   X   X   X   X   X   X   X   X	7.4.3.3.2	Do position MDI for Depart 100	< >	
1 Leg	1.4.0.0.0	Ne-position mad to right LOS		
1 Leg   X   X   X   X   X   X   X   X   X	7.4.3.3.9	Step OCU Back Benind MBU	× .	SARGE M.P. Specific Tasks
ternative Miss	7.4.3.4.1	73	×	SARGE M.P. Specific Tasks
Mission(s) to other Se	7.4.3.4.2	Coordinate OCU Movement to MBU		SARGE M.P. Specific Tasks
Mission(s) to other Se	7.4.3.4.5	Add Another Mission Leg	n/a	
Nission(s) to other Se	1			
for Alternative Miss	7.4.3.5.1		A CONTRACTOR OF THE CONTRACTOR	
## A content in the c	7.4.3.5.2	Create Alternative Route Plan for Alternative Miss	*	Skill 20, SARGE M.P. Specific Tasks
x x x x x x x x x x x x x x x x x x x	7.4.3.6.1	Begin Travel Time Estimate	n/a	
x x x x x x x x x x x x x x x x x x x	7.4.3.6.2	Evaluate Mission		K Skill 20
x x x x x x x x x x x x x x x x x x x	7.4.3.6.3	Evaluate Enemy	_	
X X X X X X X X X X X X X X X X X X X	7.4.3.6.4	Evaluate Troops		
0w,	7.4.3.6.5	Evaluate Time Available	_	Skill 20
0w, X X X X X X X X X X X X X X X X X X X	7.4.3.6.6	Evaluate Terrain	×	
0w, X X X X X X X X X X X X X X X X X X X	7.4.3.6.7	Evaluate Natural and Intentional Obstacles	×	
Ow, X X N N/a X N/a X N/a X N/a N/a N/a X N/a	7.4.3.6.8	Evaluate Terrain Elevations & Slopes	×	
ow, X X X X X X X X X X X X X X X X X X X	7.4.3.6.9	Evaluate Possible Roads, Paths & Trails	×	
n/a X n/a X n/a x n/a x n/a x	7.4.3.6.1	0 Evaluate Ground Surface (Dirt, Mud, Grass, Snow,	×	
n/a n/a X	7.4.3.6.1	1 Evaluate Foliage (LOS & RF Distances per leg)		Skill 20, SARGE M.P. Specific Tasks
n/a X n/a	7.4.3.6.1.	2 Terrain Evaluated	n/a	
n/a X	7.4.3.6.1	3 METT Evaluated	n/a	
	7.4.3.6.1	4 Estimate Average Speed Over Route	_	SARGE M.P. Specific Tasks
	7.4.3.6.1	5 Travel Time Estimate Complete	n/a	
	7.4.3.7.1			Skill 20
Battalion	7.4.3.7.2			
×	7.4.3.7.2			

Table B-1 Navigational Task List

Detection) ****
BC Detection)
7.5.3.1.3 Visually on Course (terrain navigation)?
7.5.3.1.12 dummy4
GPS/ITM/Maynoint)?
7.5.3.1.5 Immediate Path Obstacle-Free?
7.5.3.1.12 Reverse Until Obstacle Passable

Table B-1

### Navigational Task List

FUNCTIONS	TASKS	Skill 10 (	Skill 10 Capable?
Top Mid Low	W Task	Yes	No Type of Skill Mismatch
	7.5.3.1.20 Hold Brake	×	
	7.5.3.1.18 No	n/a	
	7.5.3.1.22 Too Slow?	×	
	7.5.3.1.23 Yes	n/a	
	7.5.3.1.25 Increase Throttle	×	400.00
	7.5.3.1.28 dummy1	n/a	T T T T T T T T T T T T T T T T T T T
	7.5.3.1.24 No	n/a	
	7.5.3.1.26 Decrease Throttle	×	Approx.
	7.5.3.1.27 Hold Throttle	×	TA T
	7.5.3.1.29 Conduct NBC Monitoring	n/a	Appropriate and the state of th
	7.5.3.1.30 Detect NBC Contaminants?	n/a	
	7.5.3.1.31 Yes	n/a	
	7.5.3.1.33 Report NBC Information	n/a	
	7.5.3.1.32 No	n/a	
	7.5.3.1.34 Monitor Vehicle Status	×	
	7.5.3.1.35 Monitor Fuel Level	×	
	7.5.3.1.36 Monitor MBU/OCU Battery Levels	×	THE PARTY OF THE P
	7.5.3.1.37 Monitor Distance Traveled	×	
	7.5.3.1.38 Monitor Date	×	
	7.5.3.1.39 Monitor Time	×	
	7.5.3.1.40 dummy5	n/a	
	7.5.3.1.41 Monitor Vehicle Orientation	×	
	7.5.3.1.42 Monitor Vehicle Pitch Angle	×	
	7.5.3.1.43 Monitor Vehicle Roll Angle	×	
	7.5.3.1.44 Pitch and Roll Angles Acceptable?	×	
	7.5.3.1.45 Yes	n/a	
	7.5.3.1.46 No	n/a	
	7.5.3.1.51 Hold Course	×	
	7.5.3.1.47 Steer Right	×	-
	7.5.3.1.48 Steer Left	×	
	7.5.3.1.49 Stop MBU	×	
	7.5.3.1.50 Reverse Until Pitch and Roll is Acceptable	×	
	7.5.3.1.52 dummy7	n/a	
	Note: n/a denotes that the task or function is not applicable, regardless of MOS identified,	ss of MOS ident	ified,
	an "X" in the "No" column denotes that the task cannot be performed		
	an "X" in the "Yes" column denotes that the task can be performed		

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### 13. ABSTRACT (Maximum 200 words)

An analysis was performed to identify specific skills required to successfully perform mission planning and navigational tasks for the future tactical unmanned vehicle (TUV) and to determine if U.S. Army soldiers and U.S. marines with a beginning skill level of 10 have those skills. This analysis was performed by the Human Research and Engineering Directorate of the U.S. Army Research Laboratory at the request of the Program Manager Unmanned Ground Vehicles/Systems. Military occupational specialties examined included U.S. Army infantryman (11B), cavalry scout (19D), and the Marine Corps rifleman (0300). System-required mission planning (pre-mission) and navigational functions and tasks were identified. Soldier-marine navigational skills were compared to mission planning and navigational tasks. Results of the analysis show that of 70 navigational skills required by the TUV system, 33 are mismatched because of a higher skills requirement, untrained system-specific skills, or a combination of both.

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